VET

Vocational Education and Training (VET) courses provide you with skills that are recognised by industry.

Units of competency selected from Training Packages within each industry area gain national recognition. This means they are transferable to TAFE and other Registered Training Organisations (RTOs) throughout Australia.

VET is about training for employment or further study.

SACE/TAFE Credit transfer
All units of competency are nationally recognised. Learners who successfully complete all required units of a qualification are entitled to receive an academic transcript. A statement of attainment will be issued if learners complete one or more units of competency but do not meet the requirements for a qualification.

Each 70 hours of successfully completed competencies contributes 10 credit points towards SACE Stage 2 completion.

Information sessions
Details available from the RTO Office. Phone: 8366 2869
Email: training@mardensc.sa.edu.au

Course fees
Course fees apply and vary depending on the mode of delivery and number of competencies undertaken.

Other Certificate courses offered include:
- Business - Certificate II
- Business/Business Administration - Certificate III
- Children’s Services - Certificate III
- Community Services - Certificate II
- Design - Certificate III in Visual Arts
- Design - Certificate IV
- Education Support - Certificate III
- Painting & Drawing - Certificate IV in Visual Arts
- Photoimaging - Certificate II in Visual Arts
- Photoimaging - Certificate III in Visual Arts
- Textiles - Certificate III in Visual Arts
- Textiles - Certificate IV in Visual Arts
- Vocational Geophysics (TafeSA)
- Vocational Geoscience (TafeSA)

To find out more about any of these courses please visit the RTO Office via Marden Student Services or call 83662869.
CUOSHS301A Follow occupational health and safety procedures
BSSCRT301A Develop and extend critical and creative thinking skills
CUFN301B Work effectively in the screen and media industries
8 Electives from the following list:
CUFANM301A Create 2D digital animations
CUFDIG302A Author interactive sequences
CUFDIG304A Create visual design components
CUFANM303A Create 3D digital models
CUFANM302A Create 3D digital animations
CUFSOU204A Perform basic sound editing
CUFDIG303A Produce and prepare photo images
BSSDES202A Evaluate the nature of design in a specific industry content
BSSDES201A Follow a design process
CUFPSS204A Perform basic vision and sound editing
BSSDES302A Explore and apply the creative process to 2D forms
BSSDES303A Explore and apply the creative process to 3D forms
ICAIT308A Use advanced features of computer applications
CUVACD201A Develop drawing skills to communicate ideas

Certificate III in Media (CUF30107) - Partial (Game Design) MSC

Core
CUOSHS301A Follow occupational health and safety procedures
CUFIND301A Provide work experience, demonstrates initiative and ability to work in a team environment
CUFDIG302A Author interactive sequences
CUFDIG304A Create visual design components
CUFANM303A Create 3D digital models
CUFANM302A Create 3D digital animations
CUFSOU204A Perform basic sound editing
CUFDIG303A Produce and prepare photo images
BSSDES202A Evaluate the nature of design in a specific industry content
BSSDES201A Follow a design process
CUFPSS204A Perform basic vision and sound editing
BSSDES302A Explore and apply the creative process to 2D forms
BSSDES303A Explore and apply the creative process to 3D forms
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CUVACD201A Develop drawing skills to communicate ideas

Further education may include:
- Certificate IV in Screen and Media (CUFIND301A provides credit towards CUF40107 Certificate IV in Screen and Media)
- Diploma of Screen and Media
- Diploma of Interactive Digital Media
- Animation courses
- Traineeship

Facilities
For Marden Senior College students, skills are developed within a Multimedia Suite which is equipped with industry standard Apple Macintosh hardware and software for graphic design and multimedia.
For Open Access College delivery will be via a flexible online project based environment.

Software used
Illustrator, Photoshop, Cool Edit or Audacity, Maya 3D, Flash, Dreamweaver. The gaming course uses GameMaker, UDK/Unity, Cool Edit or Audacity, Maya 3D.

Assessment
The course is designed to give students the opportunity to develop skills in computer applications relevant to the production of multimedia presentations. Students work individually and in teams to integrate these skills in the production of projects. Assessment is competency based and conducted according to the criteria set in the training package. Assessment can be flexible to allow for circumstances which may involve hardship, sickness or extraordinary circumstances.

Pathways
Completed students may find jobs in:
- Website Design
- Advertising/Animation
- Photography/Photoshop
- Digital Media
Further training may get them employment in:
- Gaming
- Gaming Artist
- Film
- Broadcast TV
- Internet
- Digital Video production

Recognition / Status
A student enrolled in the course may apply for exemption from part of the course in recognition of prior training, study, life or work experience. Students wishing to apply for Recognition of Prior Learning (RPL) must supply evidence of their skills for each performance criteria within a unit of competency and/or may be required to demonstrate skills against the criteria.

Eligibility criteria apply.

Course length and time commitment
MSC information
There are 2 strands - Certificate III Media and Certificate III Media (Gaming).
Certificate III Media is a one year course. and students are required on Tuesday, Thursday 8.45am - 3.45pm and Friday 8.45 am to 1.05 pm. Gaming is offered on a Thursday (6.45 - 3.45) and students who wish to complete the full certificate need to also enrol in the twilight program. Allowance will need to be made for extra weekly study time.